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Nintendo

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NES-VJ-GBR

SUPER SPIKE V'BALL™

4
FOUR PLAYER GAME

INSTRUCTION BOOKLET

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

"CAUTION: This Game Pak cartridge can only be used with the Nintendo Entertainment System Mattel Version PAL System."

Thank you for buying the Nintendo Entertainment System™ Super Spike V'Ball™ Game Pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new game, then save this booklet for future reference.

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PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note:
In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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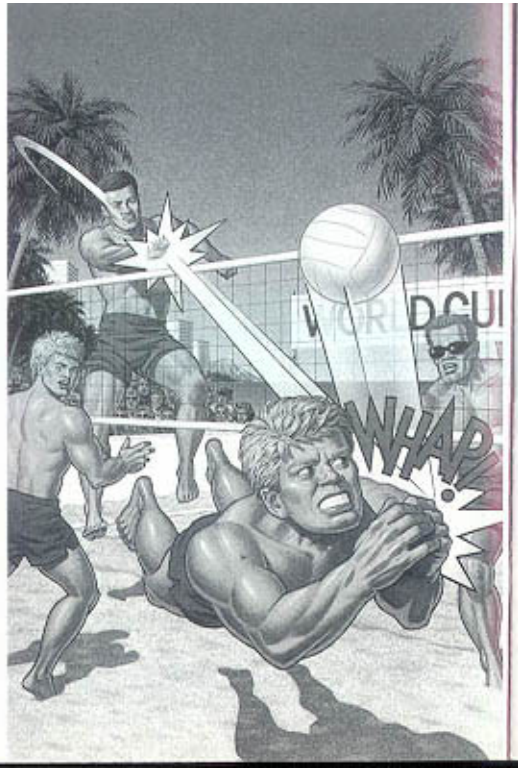
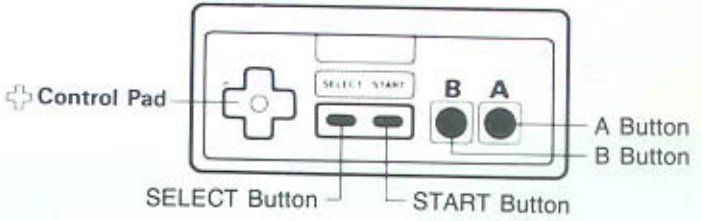
Object of the game/Game description

This is professional beach volleyball at its best! With a 4-player adaptor, up to 4 players can compete in this battle of the beach. Super Spike V'Ball lets you work your way through the American Circuit, or play the masters of the game in the World Cup Circuit. You can play against computer opponents or challenge your friends. Super Spike V'Ball is the ultimate in sizzling volleyball action.



1. NAMES OF CONTROLLER PARTS AND OPERATION INSTRUCTIONS



SELECT Button	Moves the cursor on any option screen.
START Button	Used to start the game and to pause the game during play.
Control Pad	Used to move players, control the direction of the ball when hit, and to move the cursor on any option screen.
A Button	Hits the ball.
B Button	Makes your player jump.

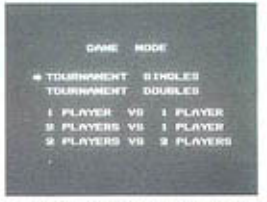
2. STARTING THE GAME

★ When the title screen is showing or the game is in the demonstration mode, press the START Button to get to the GAME MODE menu.

★ Use the SELECT Button or the ✚ Control Pad to select the desired option on the GAME MODE menu, then press the START Button.

TOURNAMENT SINGLES 1 player vs. computer
TOURNAMENT DOUBLES 2 players vs. computer
1 PLAYER vs. 1 PLAYER
2 PLAYERS vs. 1 PLAYER
2 PLAYERS vs. 2 PLAYERS

(Note: 2 PLAYERS vs. 1 PLAYER and 2 PLAYERS vs. 2 PLAYERS can only be selected if a 4-player adapter is plugged in to your NES.)



GAME MODE SCREEN

★ If either of the tournament modes are chosen, the GAME COURSE menu will appear (otherwise the GAME MENU screen will be shown.)

★ Use the SELECT Button or the ✚ Control Pad to select the desired option, then press the START Button.

EXERCISE	A practice game
AMERICAN CIRCUIT	Play the American Circuit
WORLD CUP	Play the world cup Circuit

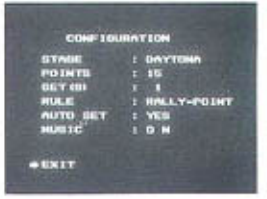
GAME COURSE SCREEN

★ The GAME MENU screen will now appear. Move the cursor to the desired option and press the START Button.

GAME START	Start the game
CHARACTER SELECT	Lets you select your team
STATE SELECT	Lets you pick what state your players are from.
CONFIGURATION	Brings you to the configuration menu

GAME MENU SCREEN

★ On the CONFIGURATION MENU, you can change many options.
Move the cursor with up and down on the ✚ Control Pad and change the options by using left and right.



STAGE	Shows where you are playing (can't be changed.)
POINTS	Total number of points in a game. This can be set at 5, 10, 15, or 20.
SETS	Number of sets in a match. This can be set at 1, 3, or 5. In circuit play, this will always be 1.
RULE	If RULE is set at "RALLY-POINT", whoever wins each point will get one point. If it is set at "NORMAL", you can only get a point while your team is serving.
AUTO SET	If you have a computer controlled partner on your team and this is set to "YES", the computer will automatically set the ball for you on the 2nd hit. If this is set to "NO", control of the two team members will alternate and you will always hit the ball.
MUSIC	Turns the music "ON" or "OFF".
EXIT	Brings you back to the GAME MENU.

3. HOW TO PLAY

Hitting the ball

When the ball is in play, an "✖" will appear on the ground. This shows you where the ball is going to land.
To hit the ball, go to the mark and press the A Button when the ball gets to you. Remember that in beach volleyball, the ball can only be hit up to 3 times on each side. The first hit will always be a "bump". The second hit will usually be a "set". And the third hit will hopefully get the ball over the net (spike it if you can!)
To do a spike, use the B Button to jump into the air, then hit the ball with the A Button. As on a serve, you can control the direction of the spike with the ✚ Control Pad.
To do a SUPER SPIKE, after you jump, press the B Button 3 or more times while you are in the air. If you do this correctly, your hand will begin to glow. Then hit the ball with the A Button and KABOOOM! The timing of a SUPER SPIKE is a bit tricky, but well worth the time needed to perfect it.

Serving

To toss the ball, press the A Button. To hit the ball, press the A Button again when the ball is within reach. To do a jump serve, press the B Button to jump after you toss the ball (don't forget to press the A Button again to hit it!) You can also control the depth and direction of the serve by using the ✚ Control Pad when you hit the ball. Practice makes perfect!

Blocking

In order to block a spike, you must get your player right next to the net where the spike is about to occur, then press the B Button to jump. It is even possible to block a SUPER SPIKE if you're quick enough. Just press the B Button as fast as you can while you're in the air!

Diving Shot (Dig)

If you aren't close enough to the ball when you try to hit it, your player will automatically dive for the ball.

Tips

The key to Super Spike V'Ball is practice. When just starting out, play a few games in the EXERCISE mode to get the feel of the game.
Teamwork is also very important. Work with your partner. Being a "ball hog" will often result in losing a point.

4. INTRODUCING THE PLAYERS

GEORGE & MURPHY

George and Murphy were the champions last year! They are very well balanced players.
When just starting out, this is the easiest team to use.

AL & JOHN

Former soldiers, Al and John have a lot of power, but have poor defensive technique and are pretty slow. If you like to use the "SUPER SPIKE" often, this is the team to play with.

BILLY & JIMMY

Billy and Jimmy have been trained extensively in the martial arts. Their defense is superb. They do have a weak spot though — poor spiking power. Use them for a great defense against teams that spike often.

ED & MICHAEL

Ed and Michael are the quickest players on the V'ball court. Their hitting power is average. Choose them if you're having trouble getting to your opponents shots.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

MEMO

MEMO

WARRANTY FOR THE NINTENDO ENTERTAINMENT SYSTEM (GAME PAK) BY MATTEL PTY. LIMITED

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Mattel Pty. Limited ("Mattel") warrants to the original consumer/purchaser that this NES ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Mattel will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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